## SINCLAIR ZX 8K ROM3 UPGRADE

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\* Use of the 8K operating system has been granted by Sinclair Research, thereby allowing this upgrade to be possible. I am grateful for their generosity.

Copyright 1981 Sinclair Research Copyright 1985, T. Bent Dear Sinclair Enthusiast,

Here is the eprom upgrade for your operating system. Version 10, is the current issue. Several revisions have been made to both "fix" and improve the Sinclair BASIC operating system. I'm quite sure that all of the changes will delight you. You will probably forget that it is installed in a few short days. ALL of the software that would run before will still run, but you must have at least 16K RAM. The machine will initialize with 1 or 2K RAM, because of the partial decoding in the machine. Programs will not run though.

There are a few key changes that will remind you that you have indeed upgraded. The single most noticeable change is the automatic FAST edit. Now, whenever you enter an empty cursor, or key in a program line, the computer will jump into FAST mode and stay there until you input SLOW again. If your program requires SLOW mode to work properly, then remember to input SLOW in the direct mode before RUNning it. This alleviates that annoying "rolling screen" that can't decide which line should be listed first.

The second major change is the FAST initialization. Although the computer still only initializes 16K on power up, even a 64K NEW (POKE 16388,255 POKE 16389,255) will give a K cursor in the lower left corner in about 2 seconds. This routine will not adjust for your LACK of ram. If you only have 16K of ram, then don't poke ramtop up to 64K. I guarantee a crash. To run properly in 2K, POKE 16389,72 and NEW.

The Load routine has been changed slightly also. Before, if you had a bad load, the computer would jump into the middle of the initialization routine and reset the display file and stack pointers, but would leave clutter in memory (not really a problem) and not reset all of the operating system variables. Now, it jumps to the beginning of the NEW command and properly resets everything below RAMTOP. (RAMTOP is still a safe byte. NEW does not affect it.)

The CLS routine has been shortened and modified so as to not collapse the display file anymore. Before, everytime you enter a BASIC line the computer would check to see if you had enough memory to create a machine stack and steal memory from the display file if needed. Then, after computation, the display would have to be regenerated. As you pushed the limits of your memory, you stood a good chance of crashing because of all the stack manipulation. Now, the computer won't take a line unless it can handle it properly. As you approach the limit of your memory you will find that the computer will not take a line with a number, although it will take other lines. There just isn't enough room to compute those big floating point numbers. Try the following listing on a 2K machine to see what I mean:

In the direct mode, DIM A(10)

<sup>1</sup> REM

<sup>10</sup> PRINT

<sup>20</sup> PRINT 10

The problem of letting the display file overlap the 32K mark still exists, so if you have 64K beware! This problem exists because of the way that the Sinclair handles address line A15 (it is used as a sort of memory map line for the display). If you encroach on address 32768, you crash.

With a fixed size display file, another change is possible. SCROLL is now a very useful (and fast) routine. Before, if you scrolled your screen 22 times and then CLS, you could practically take a nap waiting to regain control of your Sinclair. Not anymore! Now, Flight Simulator acts properly after a crash (literally of course).

As a sideline to having a fixed display file, all those ROM checks to see if the display location is available fall through immediately, thereby slightly speeding up the print routines, such as, TAB and AT.

Do you use a large database? Now you can DIMension large single arrays up to 47872 (BB00h). If you have a monitor program in the 8-16K block and need no BASIC lines, then you can go just over 48000 (BBFFh) with your array. You can't make an array too large for your memory though. You will get a very thoughtful error 4.

Two bugs that have been squished (in the TS1500 also) are the LPRINT and divide bugs. The divide bug is a problem when doing repetitive math work, such as matrix inversion, simultaneous equations, TAN (the computer generates the TAN function by calculating SIN/COS), etc. If you do this type of work, you can notice a reduction in the sum of the squares calculations (see more info on this in SWN vol 1). For an interesting demonstration of this bug, run the short test listing before you put in the new eprom, and put the print line inside the loop (it won't run very long). This will answer the question; "how much is one bit?"

151 6

The other obvious bug is the LPRINT bug. This annoying creature sneaks up on you and prints garbage on your printer regardless of the interface or printer that you are using. This one got by Sinclair Research because there was no printer available when they finalized the last issue of the ROM. (Don't you just love aftermarket support!) The problem occurs when you try to print variable numbers less than 0.1 and greater than 1E-5. All of the leading zeroes come out as trash. To get around this problem you have had to convert your numbers to strings and LPRINT the strings. If you LET X = .0001, and then LPRINT X, you will see what I mean. This is no longer a problem.

A few cosmetic changes have made in the character generator also. Because the display on your TV is probably not the best in the world, we have changed some of the bit patterns in order to improve the readability of a few of the characters. The Q, W, V, K and British Pound sign have been modified. The most noticeable change is the pound sign, which is now an apostrophe. Now, the Q, O and O are all distinct; and the indeterminate W, U and V are well defined. They will all print that way on the 2040 and ZX printer too. Although the bit patterns are in the eprom, not all of the characters are available to change. If you look in the appendix of your instruction manual, only the first 64 characters are at your disposal (up to Z). The rest of the graphics, inverse characters, tokens and composite characters ("" and \*\*) are created by the Sinclair logic chip and the token tables in the ROM. However, any of the first 64 characters can be changed (by further changing the eprom).

The last and most unique change that has been made to date is the modified LPRINT command. This command is transparent until you invoke it. This routine is called by RANDing an address in memory that you want to go to, POKE'ing 16393,1 (VERSN, which is the first byte saved in your program) and LPRINT'ing. For example:

10 RAND xxxxx (any address at which you have a working machine code subroutine: end with RET)
20 POKE 16393,1 (or any odd number)
30 LPRINT (or LPRINT X, LPRINT "HELLO")

This is very similar to USR, except that LPRINT has syntax checking and has the power to easily pass variables or text to your routines without a lot of overhead or searching for your data. It can also act just like a USR call, except that you need not return a value, such as, LET X = USR nnnn.

To turn off this command, POKE 16393,0 (or any even number). In machine code use FD3509, which is DEC (IY+9). You can also use INC (IY+9) or RES 0, (IY+9). It's your choice. This byte is saved with your program and RAND USR calls could present a problem. It is a good idea to initialize this in a subroutine when you use it. Entering a program line will not invoke this command, however a direct command without a line number will, so take care.

I am in the process of writing a driver that will link (hopefully) relocatable subroutines together and actually extend the Sinclair Basic operating system. I will let you know when I have something worthwhile. I have a few things in mind, but I am open for both suggestions and submissions. Unfortunately, my duties at SyncWare News prevent me from spending all the time on this project that I would like to put in on it. I do hope that you enjoy it though.

## INSTALLATION INSTRUCTIONS:

## BEWARE OF STATIC ELECTRICITY

Turn your computer over and remove the 5 small screws holding it together. Remove the back and unscrew the 2 screw. olding the PC board to the top half. Gently turn the PC board over exposing the hip side of the board. (Be careful with the keyboard connector. Don't kink it.) Locate the ROM. It is the one that is too small for its socket. Pry it up with a long thin screwdriver. Insert the eprom and its socket in the ROM's place. Make sure that all the socket pins are seated properly before you firmly press the sockets together. (If you break a pin, believe me, soldering those little jumper wires is a real bear!) Close up your case, run it and forget it!

The circuit will fit well in a TS1000, but may not fit in a ZX81 depending on how old it is (due to a redesign of the board). A single socket may be used, but this requires soldering on the eprom. The Eprom may also be used in a 1500, but it again requires soldering on the eprom. It has come to my attention that there are some TS1000's that have the ROM soldered in place. Don't worry. Just clip it out with some small wire cutters. Get one of those blue, suction type desolders (Radio Shack) and clean up the board. You can solder in the socket circuit or get a 28 pin low profile socket and solder it in. Plug in the EPROM and run it! If you have any questions or trouble, drop me a line or call me in the evenings at 301-

## ZX-81 EPROM UPGRADE CHANGES

	9002 9005 9005 9005 9005 9010	1040	ERRO	OUT FD, A LD HL, 8000 JP INIT LD HL, (CHADD) LO (X PTR), HL JR EARR AND A JP NZ FRCH JP PR3P
	034E	00 00 00 00 00 00 00 00 00 00 00 00 00	LNXB	LOCAL PER A LAG CN P C
•	0361 0363	3063 00 62		JR NC BDLD NOP LD H.D
	ធ្វិនិតិត	င်ညီနှင့်စုဒ	NMIN	CALL LDBY

```
NEW CALL
  03632CDE702
                                  TFAS
 0306
                              HL.
        280440
                                     RAMTE
                           LD
 0309
                               E.L
A.3F
 Ø3CA
        50
 03CB
        3E3F
                           LD
● 9300
                           DEC
        28
                                HL
● Ø3CE
                    CLER
        3600
                               (HL:
                                     .00
                           DEC

    Ø3DØ

        28
                     15K-
                                 HL
● Ø3D1
                           CP
0302
                               NZ CL
                            JR
        20FA
                                   CLER
 0304
        E8
• 0305
• 0307
        1810
                            JR
                               MORE
        CDA60D
                           CAL
                      INE
 Ø30A
        2804
                     CHEK
                           JA
                                 NOST
        FDC80946
CAC80A
                    FLAG
NOST
                           BI

    Ø3DC

                                0, (VERSN)
 03E0
                                 LPRN
 03E3
        2A324Ø
                    YEST
                           LD
                               HL . (SEED)
                    JUMP
MORE
INIT
 03E6
        E9
                                (HL)
  Ø3E7
                            D
                                (RAMTP) , HL
        220440
  Ø3EA
        28
                           CEC
                           DEC
  03EB
        363E
                                (HL), SE
  ØSED
         28
        Fg
  ØSEE
                               SP . HL
  ØSEF
        28
                           DEC
                                HL
  Ø3FØ
        28
                           DEC
  03F1
                                ERRSPI HL
        220240
                           LD
        3E1E
ED47
 Ø3F4
                               A.1E
                           LD
  Ø3F6
  03F8
                           IM
        ED56
        FD210040
FD363840
217D40
                               TY ERRNA
ICDFLG:
HL 4070
  03FA
                           LD
  ØSFE
                                          40
  0402
                                (OFILE)
  0405
        220040
                          LD B. 12
CALL MARE
CLER
                           LD
  0408
        0619
                     LILO
        CD570A
221040
 0408
  040D
  0410
                           CALL
CALL
CALL
        CD9814
        CDAD14
                    BASI
0416
        CD230F
                                  FAST
 0419
        CDEAGA
                    UPPR
                           CALL
                                  CLS
                           LD HL 15
  0410
        280840
                                       PPC
 041F
        ED582340
                                       TOP
                                7
  0423
        87
                           AND
  9424 ED52
                           580
                                HL DE
```

;0002 Reflects a preset Ramtop (a la 1500) ;0005 Jump to the proper INIT point

Version 10. Thomas Bent

;0361 This change changes where you go in case of a BaD LoaD. This location was changed primarily to make more consecutive space in the INIT routine. However, it does make this routine function properly.
;0363 This NOP clears the garbage left by the change from the 3 byte (jump) to the 2 byte (jump relative) command

;03C3 This INIT routine is completely rewritten in order to both speed up and add other changes. BC is no longer used and therefore contains 0000 when not in use (instead of a number near ramtop).

; The memory check is no longer present, so you must have at least 16K in order to function properly. A 2K machine will initialize and take BASIC commands, but as soon as you over-write your phantom stack pointer, good-by. (This is due to partial decoding and repeating of memory segments in a 2K machine.)

;03D7 This is the new location of LPRINT. First you check to see if Syntax is being tested, by checking BIT 7 of Flags. If you are entering a line, then you go to the regular LPRINT routine. If you enter a direct command or are running a program, then you test BIT 0 of VERSN. If it is 0 then you again jump to the LPRINT routine. If it is 1, then you get the number set by RAND and jump to that location. There is no commercial software other than the AERCO printer interface that uses this byte (VERSN) That I know of. They do not use BIT 0 though.

;040A Make the display. This routine was relocated in order to make more space above.

;0416 This one byte change serves a double purpose. It completes initialization in fast mode, and everytime you key in an empty cursor or enter a line you come back in FAST mode.

```
CL5 LD 8,18
CLLN RES 1, (FLAGS)
LD C,21
PUSH BC
0A2A00618
9A2C
9A39
     FDCB018E
      0E21
0A32
                  FULL
DIS-
@A33
      CD1889
                         CALL
                               SEDF
                         POP BC
SET 7, 15POSL,
9A36
9A37
      FDCBSAFE
                  PLAY
@A35
      AF
                         KOR A
0A30
      CDF507
                         CALL
                               PRSP
      28394Ø
                         LD HL, (SPOSN)
2842
       70
                         LD A,L
9A43
                         OR
      84
      E67E
9844
                         AND
      20F3
031809
2A45
                         JR
                            NZ ØA38
                  DONE
SCRL
PT2-
Ø848
                            SEDF
                         UP
                            B,20
R A
0A45
      0620
                         LD
                         XOR
ØR4D
      AF
ØA4E
      28
77
                         DEC
                              HL
OA4F
                         LD
                             (HL)
                         DUNZ 084E
LD 80,0321
Ø850
      10FC
      012103
18F1
0A52
0A55
                         JR DONE
                         LD (HL)
ING HL
DUNZ MA
0A57
      3678
                  MAKE
                  DIS-
PLAY
Ø859
ØA5A
                          JNZ MAKE
      10FB
885C
      09
                         RET
      CD170A
ØASD.
                         CALL
                  MCLE
                               RSUB
0A60 05
                  MHCL
                         PUSH BC
                         LD A,B
ØA62
                         CPL
      47
                            8,8
ØA63
                         LD
0A64
                         LD
      79
ØA65
      25
                         CPL
      4F
                         LD C.A
2255
255
ØA67
                             80
      03
                         INC
ØA68
      CDAD09
EB
                         CALL
                               ADRT
Ø255
                            DE, HL
                         POP HL
BASC
      E1
      19
3A60
                         ADD HL.DE
WASE
      D5
                         PUSH DE
ØA6F
      EDBØ
                         LDIR
0A71
                         POP
      EI
                  ELNR LD HL. (ELINE)
      09
Ø873
      2A1440
```

```
SCRL LD HL, DFILE)
INC HL
PUSH HL
LC DE.0021
ACC HL
POP CE
                                                                                                                                                                                                                                                                                                                 LO B, 15
RUSH BC
LO BC, CHAD
LO IR
LOUIR
INC HL
                                                                                                                                                                                                                                                                                                                                                                         HL
BC
Z OCIA
                     80052
80053
80053
                                                                                                                                                                                                                                                                                                                     DOP
                                                                                                   C1
10F5
                                                                                                                                                                                                                                                                                                                     DUNZ
                                                                                                                                                                                                                                                                                                                                                                   SCLE
                        ØC26
                                                                                                                     3480A
                                                                                                                                                                                                                                                                                                                           JP
                                                                                                                                                                                                                                                                                                                     70000
4000
4000
4000
                                                                                                                                                                                                                                               JEFT
                         9028
9028
9020
9020
9020
                                                                                                                                                                                                                                                                                                                                                                                 A.L
                                                                                                                                                                                                                                                                                                                     ADD
ARC
                                                                                                                                                                                                                                                                                                                                                                               A C
                        #002E 19
#004E 00
#004E 00
#0080 00
#0081 00
#0082
                                                                                                                                                                                                                                                                                                                     NOP
                                                                                                                                                                                                                                                                                                                       INC
                                                                                                                                                                                                                                                                                                                        NOP
                                                                                                                                                                                                                                                                                                                                         ō
                                                                                                                                                                                                                                                                                                              D : DEC : DE
                                                                                                                                                                                                                                                                                                                                                                     AF AF
                              ØC83
                                                                                                    03
          9084
9085
9085
9085
,9087
                                                                                                    05
                                                                                                                                                                                                                                                                                                                                                                                  3
                                                                                                                                                                                                                                                                                                                                                                                       10H
                                                                                                                                                                                                                                                                                                                                                                                  80
                                                                                                       03
                                                                                                                                                                                                                                               SFOT
                                                                                                       03
```

;0A2A The CLS routine has been truncated to make more space for the SCROLL routine. It no longer collapses the display for any reason. Throughout each of the display and pointer setting routines, we are tests to see if room is available. Since there always is, all of the tests fall through and the machine runs slightly (though not noticeably) faster.

;0A4B This is the last part of the SCROLL routine. It does what the old routine did not. It pads out the line with blanks.

;0 A52 This value sets the print position to the lower left the same as "PRINT AT 21,0;" (LD 2100 and jump to the print at routine), but since the print at routine leaves 0321 in BC, why not bypass it and speed up the routine that much more.

;0A57 This is the create an empty screen routine. It was put here to make space elsewhere. It is only called from NEW. After the first CLS command (which is always done in FAST mode now), you then have a full display file and it stays that way.

;0COE The SCROLL command is completely different, and in fact much faster than the old one. It is a modification of a program by Dan Tandberg, called Fast Scrolling (a collection of which is by the way, available in a listing from T. Woods). It is quite good.

;0C29 This is the beginning of the offset table. All of the BASIC command addresses are located in this table. If you relocate (permanently) a given BASIC command, then just put the starting address in the slot designated for the command that you change. That is precisely what we have done with LPRINT. The address 03D7 corresponds to the new routine address. We take over before any flags have been set or variables changed, AND more importantly, we do not touch the old routine at all.

```
1409<mark>=</mark>CD1C11
140C C29A0D
140F CDA60D
                               CALL LUVA
JP NZ CERR
CALL PLS7
JR NZ DRUN
                       DIM
DCER
         CDASOD
 1412
         2008
                               RES 6,0
CALL STVA
CALL OSEV
 1414
         CDA711
CD1D@D
3808
 1416
                                CALL
CALL
 1419
                                       DLTP
BC
                       DEUN
 1410
                                ĒUБН
 141E
 141F
         CDF209
                                CALL
                                       NXBU
                                CALL
 1422
                                       MMCL
         CD 600A
 1425
                               POP
                               SET
LD
 1426
                               LD 8.00
PUSH BC
LD H
         CBF9
                       PLTR
 1428
         0600
 142A
 1428
         210100
                                   HL.0001
                                        Č
DNUM
                                   TA
         C871
 142E
 1430
         2002
                               LO LE BB
ENT SBB
CALL OF
 1432
         2E05
 1434
         EB
                       DNUM
 1435
                       DMLO
                                   H BB
LL INSC
C 3ERR
@1436
         2655
                       DH48
 1438
         CODD12
        DA3112
                              LD A,10
RAT 10H
DUNZ ZATR
JR PRTM
 168833510
                        ISTR.
 168A
        10F8
●16BB
 18BD
         1309
         SEIC
D7
                                Ep
 16BF
                       ZEXP
 1601
                               RST
                                      10H
                               DEC
 16C2
         35
                       TINT
                                      · 141
 1603
1604
                                 ET
         3E18
 1605
                               RST
 1607
1608
                                      10H
         35
                       PATH
                               DEC
                                      171
 1609
         34
                                      HL
 150A
                               RET
                               CALL
                                      POST
 160B
160E
         CDD018
                               JR PRTH
         1873
         7E
 1500
1501
                        PEGT
                                    A, IHL
         ÉBOF
CDEBOT
25
                                     ØF
                               AND
                               TALL
 1603
1606
                                       PRCD
                                 EC
                                     HI
 1607
                       FEDE LO R. H_
 1608
13AB
18AC
18AD
                         38 400
                                     HL, HL
                               EKX
        ED6A
                               ADC
                                     HL HL
 188F
 1888
                               JP
                                      NCRE
 1882
        ED52
                               58C
                                     HL IE
                               EXX
BBC
 1884
 1885
        E052
                                     HL SE
 1887
                               EVY
                               AND PACE
 1888
        SØØF
 138A
 1888
                               EXX
 13BC
13BE
        E054
0-9
                               300
                                     AL.DE
                               ERX
 188F
1508
1508
1506
1506
1506
        1308
A7
                              A DOOL
END A
                      MERE
        ED52
                               E KX
                                          IE
                               EBC
        ED52
                                     HL .CE
1808
1809
180A
                               EXX
BOF
INC
                               THU B
JP M DVLD
PUSH AF
JR Z DV5B
LD E.A
LD D.C
 1805
1805
        FAA213
●18CF
        SSDA
 1801
 1302
        51
```

;1436 This is one of those oversight routines that is useless. Sinclair must have thought that no one would ever use the ZX81 with more than 16K. He put an arbitrary limit on the size of a single array at 16K. I changed this LD H,40 to LD H,BB, but it may as well been FF. You can't make an array larger than memory available anyway. Other routines watch out for this error. This routine could be eliminated and something else put in that is more useful. There is at least 8 bytes here.

;16BB This oversight originally jumped back only to 16BA and printed whatever was in A (garbage). This change was originally reported in Syntax, and this change has been incorporated in the 1500 ROM.

For more information on the Sinclair ROM, I suggest purchasing Ian Logan's ZX81 ROM Disassembly part A and B. For easy study, enjoyment and other Sinclair related pleasures, I suggest purchase of Hot Z II (although I still prefer Hot Z I) and get the ROM name file. This listing is done with this name file in memory and as you can see, it makes it quite easy to see what is going on (especially with a hardcopy listing and explanation in front of you). It is available from Tom Woods.

The state of the s				
The other changes are all in the bit patterns				
of the letters. For more details on how to				
Change bit patterns, I direct you to Sync Ware				
in ange bit patterns, I direct you to Sync ware				
News, Issue 2/2, and John Oliger's, Video				
Linews, assue 2/2, and John Oligers, video				
Upgrade ROM changes article.				
Dobsing non changes afficie.				

;18CF This jump originally jumped back to 18BA instead of 18AB. Somebody must have written this routine on overtime, but it is an easy oversight indeed. This is also fixed on the

```
TRY THIS. SHOW IT TO YOUR TS
FRIENDS.
ALSO TRY POKE 18389,255 ENTER
NEW
DIM A$ (45000)
LET A$(45000)=1
PRINT A$(45000)
YOU ARE READY FOR A BIG ZX/PRO-
FILE NOW
0.1
.01
.001
 .0001
.00001
1E-6
1E-7
1E-8
1E-9
100 PRINT ,,,"TRY THIS. SHOW
IT TO YOUR TS FRIENDS."

12 SLOW
14 LPRINT "000 VVV WWWW BU 00
KKK ',",",,"ALSO TRY POKE 16389
,255 ENTER NEW",,"DIM A$ (45000)
15 LPRINT "LET A$ (45000) =1 ",
"PRINT A$ (45000)"
16 LPRINT "YOU ARE READY FOR A
BIG ZX/PRO- FILE NOW"
19 LET X=10
20 FOR I=1 TO 10
30 LET X=X/10
    40 PRINT X
50 LPRINT X
   60 NEXT I
69 PRINT " INPUT ANY KEY"
70 PAUSE 4E4
    80 CL5
  90 FOR J=1 TO 10
100 FOR I=1 TO 22
110 PRINT "XXXXXXXXXXXXXXXXXXXXXX
120 NEXT I
130 FOR I=1 TO 22
  140 SCROLL
150 PRINT "Y"
  160 NEXT
                    I
  170 CLS
  180 NEXT J
200 LLIST 10
```

10 LET X=TAN (PI/4)-1 30 FOR I=1 TO 1000 40 LET X=X+X 50 NEXT I 70 PRINT X 90 PRINT I

